

NAME

RACE

CLASS

HP

LEVEL

XP

STR

BONUS

DEX

BONUS

CON

BONUS

INT

BONUS

WIS

BONUS

CHA

BONUS

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

AC

SHIELD TYPE

ARMOR TYPE

DR

Base 10 + DEX bonus + Shield

Shield adds +2 to AC

DR (Damage Reduction) is based on character Armor DR value.

DR reduces all damage except poison, disease, suffocation, or mind.

Carried magic items may affect final AC

Carried magic items may affect final DR

WEAPONS / EQUIPMENT / NOTES

CLASS ABILITIES

SAVE ROLLS

LEVEL-UP BONUSES

RACE ABILITY

BACKGROUND & PERSONALITY

✓ currently using

DEX / Quick

CON / Tough

WIS / Mind

MONEY

GEMS / GP VALUE

APPEARANCE

Current / ability bonus

Current / ability bonus

Current / ability bonus

Current value for level 1 is 15.  
-1 per level; 5th level is 11.  
Ability + bonus for CON, DEX, and WIS subtracts from Current.

PP

GP

SP

CP

## Class Abilities

No more than 2 magical effects (spells or items) apply to the same destination.  
A destination is a stat, ability, skill, actions, resources, equipment, etc.  
If any single modifier is +3 or greater, then only that greatest magic/spell modifier applies.  
No additional stacking occurs for that destination stat.  
Stacking does not exist for any magic/spell that is +3 or greater.

